COSMERE® ROLEPLAYING GAME

CHARACTER NAME	LEVEL
	1
PATHS	**ANCESTRY**
Agent (Thief)	Human

PLAYER NAME

PHYSICAL

STRENGTH	DEFENSE	SPEED
1	14	3

HEALTH MAXIMUM	CURRENT	DEFLECT
11		0

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
1	14	3

FOCUS MAXIMUM	CURRENT
5	

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
2	14	2

INVESTITURE MAXIMUM	CURRENT

3	AGILITY (SPD)	○○○○○
1	ATHLETICS (STR)	○○○○○
2	HEAVY WEAPONRY (STR)	○○○○○
4	LIGHT WEAPONRY (SPD)	●○○○○
4	STEALTH (SPD)	●○○○○
5	THIEVERY (SPD)	●●○○○
	_____ (___)	○○○○○

1	CRAFTING (INT)	○○○○○
1	DEDUCTION (INT)	○○○○○
3	DISCIPLINE (WIL)	○○○○○
3	INTIMIDATION (WIL)	○○○○○
1	LORE (INT)	○○○○○
1	MEDICINE (INT)	○○○○○
	_____ (___)	○○○○○

2	DECEPTION (PRE)	○○○○○
3	INSIGHT (AWA)	●○○○○
2	LEADERSHIP (PRE)	○○○○○
2	PERCEPTION (AWA)	○○○○○
2	PERSUASION (PRE)	○○○○○
2	SURVIVAL (AWA)	○○○○○
	_____ (___)	○○○○○

LIFTING CAPACITY	MOVEMENT	RECOVERY DIE	SENSES RANGE
200 lb.	30 ft.	1d8	10 ft.

CONDITIONS & INJURIES

EXPERTISES

[Cultural] Alethi, Underworld: You speak these languages, and you know basic facts and can make tests to recall obscure information about this culture.

[Weapon] Improvised: You can benefit from this weapon's expert traits (included).

WEAPONS

Improvised Weapons - Melee
+1 or +4 vs. Physical (*same damage die and type as similar weapon* + 1 *or* +4 damage)
- *Improvised: GM chooses similar weapon*
- *Fragile: ⚙ may break weapon*
- *Improvised Expertise: Benefit from similar weapon's expert traits*

TALENTS

OPPORTUNIST
Once per round, when you roll a plot die, you can reroll that result. The original roll has no effect, and you must use the new result.

CHEAP SHOT (▸)
Spend 1 focus to make a Thievery attack (+5) vs. Cognitive (1, no die roll + 5 impact damage) against enemy of your size or smaller, raising the stakes. On a hit, the target also becomes Stunned until the end of their next turn. On a hit or graze, you can spend ◈ to steal an item on the target's person that they aren't holding or wielding.

STORMLIGHT™ CAMPAIGN SETTING

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COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
1	14	3

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
2	14	2

CHARACTER APPEARANCE

OTHER TALENTS & ABILITIES

ARMOR & EQUIPMENT

Prisoner Kit
- Ragged clothing
- Manacles: *Can bind the wrists or ankles of a Large or smaller character. Can be broken (DC 25 Athletics, or deal 15 damage to them), escaped from (DC 25 Agility), or lockpicked (DC 20 Thievery).*

MARKS 0

PURPOSE

OBSTACLE

GOALS

_____ ○○○
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NOTES

Forsaken by society, **street urchins** learn early that risk is synonymous with survival. Circumstances have never been kind, so they make their own luck and their own kindness. Some steal for sustenance, others for cheeky triumph—either way, street urchins do what they must to carry on. In the depths of squalor and misery, hope flickers like a fading sphere, yet they keep fighting to see another day.

At level 2, to advance this character, gain:
- 5 health
- 1 rank in Light Weaponry and 1 rank in Stealth (increasing the modifiers by 1)
- The First Ideal talent for your chosen Radiant path (see "Connections")

CONNECTIONS

Radiant Spren
A strange spren is following you, and you've begun to form a connection with them. When you learn more about your spren, write its type, name, and associated Radiant path below. If you later choose the key talent for that path, immediately check two boxes for that talent's "Speak the First Ideal" goal.

Spren Type: _____

Spren Name: _____

Radiant Path: _____